

The Utilization Of Gadgets As A Learning Media During The Covid-19 Students Of The Ibtidaiyah Madrasah Al-Ikhlash Dusun Sidomulyo

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Abstract.

During the current pandemic, it is necessary to take extra care of protection for children, whether it is the transmission of Covid-19 or the influence of gadgets, which are very dangerous if you use gadgets too often. There are many impacts that occur in using gadgets for a long period of time, therefore discipline must be applied in using gadgets, if you are used to it then this good thing will be applied wherever this gadget is used, for the sake of eye health and protecting children. The COVID-19 pandemic has had a major impact on various fields, one of which is the education sector. The purpose of this study was to determine the effect of using gadgets in learning during the COVID-19 pandemic as for the relation to student health and student mentality.

Keywords: Gadgets, Covid-19, Learning Media

I. INTRODUCTION

Education is a primary need for everyone, therefore we cannot live without knowledge. There is even a saying that says "Purchase knowledge as far as China". This proverb really teaches us that seeking knowledge knows no age and distance, even in this proverb it shows that we should continue to pursue our desires to what extent we strive. science requires adequate facilities wherever we are. Therefore, gadget innovation has emerged as a means to help make learning easier and make it easier for us to know any important information about lessons. (Habibah et al., 2020)

In the time of covid-19 like now learning is less than optimal it has a very bad effect on children because schools that used to study effectively but since the Covid-19 have become less effective and efficient. In the present era, everything must be completely limited because to prevent the ongoing spread of covid. Even the government has collaborated with the school and has reminded students to keep their distance and obey the existing rules, therefore school children who used to study at school but now have to learn from home using gadget media, every child has the right or must have a gadget in the current learning media or not they will miss the subjects delivered by the teacher. With the development of increasingly advanced technology, the good and bad impacts that will occur on children can be seen or monitored by parents. (Shinta Daulay et al., 2020)

Gadgets are small objects that have many functions. In line with time, various gadgets appear. which makes children want to have gadgets in various forms, but with the latest emergence, children become arrogant and make parents seem to be able to buy everything. There is an impact that parents worry about if children continue to learn to use gadgets, one of which is the eye function which was once very good but along with online learning, children's eyes will become less healthy, even parents are afraid of online learning, children will use it incorrectly. other things like playing games that are currently circulating and can damage the eyes so quickly.(Deo, 2020)

II. RESEARCH METHODS

The implementation of community service activities for students of Madrasah Ibtidaiyah Dusun Sidomulyo by the ULB PKM team is the result of research related to Gadget Utilization by using a direct approach to students who are invited to chat about Gadgets and they welcome it happily and listen to any

material given about Gadgets. To support this, the method is carried out by talking about the dangers of gadgets in long-term use. This can trigger eye damage and irritate the eyes and even lead to blindness if used excessively.

The socialization activity was carried out as a stage of the implementation of PKM carried out by the team to provide understanding to students in the form of information related to the purpose of PKM, which explained the meaning and importance of using gadgets for children, so that they were not wrong in their use and could manage the time in use so they don't use gadgets. excessive when using gadgets.

III. RESULTS AND DISCUSSION

The online learning system is a learning system where students and students study separately or from home using the internet. This really emphasizes the ability of students to receive and process information from teachers (Pratomo & Wahanisa, 2021).

With the current pandemic situation, they cannot carry out the learning process directly, therefore innovation is needed that can change learning patterns from the usual, namely face-to-face learning. be learning that is done without face-to-face or in other words distance learning (online) or known as online. (Adib, 2021) explains that there are several learning models that can make it easier to deliver learning materials, namely online learning (on a network). and mixed learning (a combination of two learning models, namely face-to-face and online learning) (Adib, 2021). Learning by using this online model does not require students to come to school as usual but is only done from home more efficiently but there are packages that are needed but during the current pandemic there is a package from the Ministry of Education and Culture that can make it easier for school students without having to pay for buying packages online (Rahmi , 2020). This is in accordance with current online lessons which state that online learning can also be called distance learning (learning distance) where teachers and students do not do what is called face-to-face directly (Adib, 2021).

During the current pandemic, it is necessary to take extra care of protection for children, whether it be regarding the transmission of covid or the influence of gadgets which are very dangerous if you use gadgets too often. There are many impacts that occur in using gadgets for a long period of time, therefore discipline must be applied in using gadgets, if you are used to it then this good thing will be applied wherever this gadget is used, for the sake of eye health and protecting children. But sometimes there are parents who pay less attention to their children in everyday life or in using gadgets, therefore children find it difficult to be advised on the use of gadgets. In this case it is very important the role of parents in guiding children and directing children to learn from home, but must be able to communicate from home with friends too, because in this case parents are also like substitute teachers at school. This of course has many obstacles for parents who have to intensively teach their children at home, therefore special attention is needed for children. In fact, there must be something called an obstacle in the internet network that sometimes hinders children's schooling, especially where they have to make children not bored studying online, so besides that, it is necessary to create happiness for children so that they are enthusiastic about learning by using gadgets. (Gunawan, 2021)



Fig 1. Explains the benefits of gadgets during the current pandemic

There are many explanations about the benefits of gadgets, especially for eye health. The eye is a sense that must be maintained properly because there are so many benefits of the eye for our lives, therefore with a gadget we should not carelessly use a gadget with such a high light because it can cause eye irritation and can experience blindness if it is used excessively. Thus, there is now such a thing as online games, this can damage children's performance in learning, even their time is spent playing gadgets without realizing it. In addition, many potential diseases that arise are caused by excessive gadget radiation, including headaches. In this period there is energy and physical strength and curiosity and desire to experiment grows. This makes children from wanting to try to become a habit, the first radiation that is affected is the head and eyes which are very influential with direct radiation.



Fig 2. Students ask about the dangers of playing excessive gadgets

The influence of gadgets on children's development has positive and negative impacts. The positive impact is helping the development of adaptive functions in children, increasing children's knowledge, expanding friendship networks, facilitating communication, and helping creativity in children. The negative impact is that children become dependent on gadgets, so that in carrying out activities they cannot be separated from these gadgets, prefer to play with gadgets compared to their friends and become lazy to do activities and move at home.



Fig 3. Students get prizes or souvenirs for daring to ask questions.

IV. CONCLUSION

Online learning is currently a learning process in the world of education. The positive impact of online learning is that with online learning, children feel protected in terms of student safety and health, because children can be directly monitored by their parents. The negative impact is that children do not understand the learning discussed online by the teacher. However, there are innovations that are very helpful in online learning, children are not only able to use gadgets as media that are useless or are often used only to play, but nowadays gadgets are very influential for children's education and children's knowledge about lessons that are continuously delivered.

THANK-YOU NOTE

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